

IN THE CLAIMS

1. (currently amended) An information processing method, comprising the steps of:

96 constructing a virtual space including a viewpoint and a character object
controlled by a predetermined operation terminal;
determining the presence of occurrence of an event satisfying a specific condition
~~in the execution of a predetermined information processing program; and~~
partially changing a passing rate of time of the character object in a the virtual
space, by changing a displacement of the character object among frames in a world
coordinate system of the virtual space from the state in which the specific event does not
occur, structured by the information processing program when the event occurs; and
changing an object to be controlled by the operation terminal from the whole
character object to a specific part of the character object, when the event occurs.


2. (currently amended) The information processing method according to claim
1, ~~further comprising the step of wherein:~~

the virtual space comprises a plurality of objects including the character object in
a predetermined area thereof; and
the changing step further includes the step of changing a time passing rate of a
predetermined object in the virtual space when the event occurs the displacement of the
respective objects.

3. (currently amended) The information processing method according to claim 2
1, wherein the changing step further comprising comprises the step of:

multiplying a predetermined coefficient to a variable for determining the position
for every unit time of the predetermined character object in the virtual space to change
the time-passing-rate displacement of the character object.

4. (currently amended) The information processing method according to claim 3
2, wherein the changing step further comprising comprises the step steps of:

 adjusting the setting each respective coefficient for each of a plurality of objects;
and

multiplying the corresponding coefficient to a variable for determining the
position for every unit time of the objects in the virtual space to change the displacement
of the objects.

5. (original) The information processing method according to claim 1, further
comprising the step of:

making a viewpoint moving speed in the virtual space after the event occurs equal
to a viewpoint moving speed in the virtual space before the event occurs.

6. (currently amended) The information processing method according to claim
1, further comprising the step of:

~~when an event in the virtual space is controlled depending on a predetermined~~
~~instruction input,~~ making an acceptance frequency of the instruction input after the event

occurs equal to an acceptance frequency of the instruction input before the event occurs,
when the event in the virtual space is controlled depending on a predetermined
instruction input.

7. **(currently amended)** The information processing method according to claim 6
1, wherein the determining step further comprising comprises the step of:

~~changing a control target in the virtual space controlled by the predetermined~~
~~instruction input depending on the occurrence of the event~~ determining that an event
satisfying the specific condition has occurred when a distance between the character
object and other objects in the virtual space is within a predetermined range.

8. **(original)** The information processing method according to claim 1, further
comprising the step of:

changing at least one of a viewpoint position and a field angle in the virtual space
depending on the occurrence of the event.

9. **(currently amended)** A program execution device ~~for~~ executing an
information processing program, wherein

the information processing program includes program code for causing the
program execution device to perform the steps of comprising:

constructing a virtual space including a viewpoint and a character object
controlled by a predetermined operation terminal;

~~determination processing step of determining the presence of occurrence of an event satisfying a specific condition in the execution of predetermined information processing; and~~

~~virtual space information processing step of partially changing a passing rate of time of the character object in a the virtual space, by changing a displacement of the character object among frames in a world coordinate system of the virtual space from the state in which the specific event does not occur, structured by the information processing when the event occurs; and~~

~~changing an object to be controlled by the operation terminal from the whole character object to a specific part of the character object, when the event occurs.~~

94 10. (currently amended) The program execution device for executing an information processing program according to claim 9, wherein

the virtual space comprises a plurality of objects including the character object in a predetermined area thereof; and

~~information processing the changing step, further comprising includes the step of: the step of changing a time passing rate of a predetermined object in the virtual space when the event occurs~~ changing the displacement of the respective objects.

11. (currently amended) The program execution device for executing an information processing program according to claim 10, wherein the changing step includes the step of

~~the virtual space information processing step, further comprising:~~

~~the step of changing the time passing rate of the predetermined object by~~
multiplying a predetermined coefficient to a variable for determining the position for
every unit time of the character object in the virtual space to change the displacement of
the character object.

12. (currently amended) The program execution device for executing an
information processing program according to claim ~~11~~ 10, wherein the changing step
further comprises the steps of:

~~the virtual space information processing step, further comprising:~~

94 ~~the step of adjusting the setting each respective coefficient for each of a plurality~~
~~of objects in the virtual space; and~~

multiplying the corresponding coefficient to a variable for determining the
position for every unit time of the objects in the virtual space to change the displacement
of the objects.

13. (currently amended) The program execution device for executing an
information processing program according to claim 9, wherein

the information processing program, further including program code for causing
the program execution device to perform the step of comprising:


~~the step of making a viewpoint moving speed in the virtual space after the event~~
occurs equal to a viewpoint moving speed in the virtual space before the event occurs.

14. (currently amended) The program execution device for executing an
information processing program according to claim 9, wherein

the information processing program, further including program code for causing the program execution device to perform the step of comprising:

making an acceptance frequency of the instruction input after the event occurs equal to an acceptance frequency of the instruction input before the event occurs, when the event in the virtual space is controlled depending on a predetermined instruction input.

15. (currently amended) The program execution device for executing an information processing program according to claim 14 2, wherein

 the determining step further includes the step of ~~information processing program, further comprising:~~

~~the step of changing a control target in the virtual space controlled by the predetermined instruction input depending on the occurrence of the event~~ determining that an event satisfying the specific condition has occurred when a distance between the character object and other objects in the virtual space is within a predetermined range.

16. (currently amended) The program execution device for executing an information processing program according to claim 9, wherein

the information processing program, further including program code for causing the program execution device to perform the step of comprising:

~~the step of changing at least one of a viewpoint position and a field angle in the virtual space depending on the occurrence of the event.~~

17. (currently amended) A computer readable recording medium on which an information processing program to be executed by a computer is recorded, wherein

the information processing program includes program code for causing the program execution device to perform the steps of, comprising:

constructing a virtual space including a viewpoint and a character object controlled by a predetermined operation terminal;

~~the step of determining the presence of occurrence of an event satisfying a specific condition in the execution of a predetermined information processing program;~~
and

~~the step of partially changing a passing rate of time of the character object in a the virtual space, by changing a displacement of the character object among frames in a world coordinate system of the virtual space from the state in which the specific event does not occur, structured by the information processing program when the event occurs;~~
and

changing an object to be controlled by the operation terminal from the whole character object to a specific part of the character object, when the event occurs.

18. (currently amended) The computer readable recording medium on which an information processing program to be executed by a computer is recorded according to claim 17, wherein;

the virtual space comprises a plurality of objects including the character object in a predetermined area thereof; and

the change step, ~~further comprising:~~ further includes the step of:

~~the step of changing a time passing rate of a predetermined object in the virtual space when the event occurs~~ the displacement of the respective objects.

19. (original) The computer readable recording medium on which an information processing program to be executed by a computer is recorded according to claim 18 17, wherein

the change step, ~~further comprising~~ further includes the step of:

~~the step of changing the time passing rate of the predetermined object by~~ multiplying a predetermined coefficient to a variable for determining the position for every unit time of the object in the virtual space to change the displacement of the character object.

20. (currently amended) The computer readable recording medium on which an information processing program to be executed by a computer is recorded according to claim 19 18, wherein

the change step, ~~further comprising~~ further includes the steps of:

~~the step of adjusting the~~ setting each respective coefficient for ~~each of~~ a plurality of objects ~~in the virtual space;~~ and

multiplying the corresponding coefficient to a variable for determining the position for every unit time of the objects in the virtual space to change the displacement of the objects.

21. (currently amended) The computer readable recording medium on which an information processing program to be executed by a computer is recorded according to claim 17, wherein

the information processing program, further including program code for causing the program execution device to perform the step of comprising:

~~the step of~~ making a viewpoint moving speed in the virtual space after the event occurs equal to a viewpoint moving speed in the virtual space before the event occurs.

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22. (currently amended) The computer readable recording medium on which an information processing program to be executed by a computer is recorded according to claim 17, wherein

the information processing program, further including program code for causing the program execution device to perform the step of comprising:


~~the step of, when an event in the virtual space is controlled depending on a predetermined instruction input,~~ making an acceptance frequency of the instruction input after the event occurs equal to an acceptance frequency of the instruction input before the event occurs, when the event in the virtual space is controlled depending on a predetermined instruction input.

23. (currently amended) The computer readable recording medium on which an information processing program to be executed by a computer is recorded according to claim ~~22~~ 17, wherein

~~the information processing program, further comprising the determining step~~
further includes the step of:

~~the step of changing a control target in the virtual space controlled by the~~
~~predetermined instruction input depending on the occurrence of the event~~ determining
that an event satisfying the specific condition has occurred when a distance between the
character object and other objects in the virtual space is within a predetermined range.

24. (currently amended) The computer readable recording medium on which an
information processing program to be executed by a computer is recorded according to
claim 17, wherein

 the information processing program, further including program code for causing
the program execution device to perform the step of comprising:

~~the step of changing at least one of a viewpoint position and a field angle in the~~
virtual space depending on the occurrence of the event.

25. (original) ~~An~~ A computer for storing and executing an information processing
~~program to be executed by a computer,~~ the information processing program including
program code for causing the computer to perform the steps of comprising:

constructing a virtual space including a viewpoint and a character object
controlled by a predetermined operation terminal;

~~the step of determining the presence of occurrence of an event satisfying a~~
~~specific condition in the execution of a predetermined information processing program;~~
and

~~the step of partially~~ changing a passing rate of time of the character object in a the virtual space, by changing a displacement of the character object among frames in a world coordinate system of the virtual space from the state in which the specific event does not occur, structured by the information processing program when the event occurs;
and

94 changing an object to be controlled by the operation terminal from the whole character object to a specific part of the character object, when the event occurs.